

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

Claim 1 (currently amended): A gaming device having a game comprising:  
a group of displayed choices;  
a point regeneration amount for a first set of selected choices; and  
a processor which: (a) enables a player to select said first set of said selected choices, determines a number of points associated with each selected choice, and accumulates the points associated with said first set of selected choices; (b) determines whether the accumulated points associated with said first set of selected choices achieves the point regeneration amount for the first set of selected choices; (c) if the accumulated points for the first set of selected choices achieves the point regeneration amount for the first set of selected choices, enables the player to select a second set of selected choices, determines a number of points associated with each selected choice of the second set, and accumulates the points associated with said second set of selected choices; and (d) provides the player an award based on a total of the accumulated points from the first set of selected choices and the second set of selected choices, if any.

Claim 2 (original): The gaming device of Claim 1, which includes a point regeneration amount for the second set of selected choices, and a third set of selected choices if the accumulated points for the second set achieves the point regeneration amount for the second set.

Claim 3 (original): The gaming device of Claim 1, which includes a third set of selected choices if the accumulated points for the second set achieves the point regeneration amount for the first set.

Claim 4 (original): The gaming device of Claim 1, wherein the award is a number of credits equal to the accumulated points generated from first set of selected choices and the second set of selected choices, if any.

Claim 5 (original): The gaming device of Claim 1, wherein the point regeneration amount for the first set of selected choices is the point regeneration amount for a plurality of sets of selected choices, wherein each of the plurality of sets of selected choices is sequentially provided until accumulated points for one of the sets of selected choices does not achieve said point regeneration amount.

Claim 6 (original): The gaming device of Claim 5, wherein the award is based on points generated for each of the sets of selected choices.

Claim 7 (original): The gaming device of Claim 5, which includes an additional award for achieving the point regeneration amount for each of the sets of selected choices.

Claim 8 (original): The gaming device of Claim 5, wherein each set of selected choices has the same number of selected choices.

Claim 9 (original): The gaming device of Claim 1, wherein the number of points associated with the selected choices from one of the sets of selected choices is obtained from one of a plurality of point pools.

Claim 10 (currently amended): The gaming device of Claim 9, wherein each point pool is associated with a percent range, the range determined by the a total of the accumulated points divided by a predefined goal amount.

Claim 11 (original): The gaming device of Claim 10, which includes an additional award provided if the total of the accumulated points achieves the predefined goal amount.

Claim 12 (original): The gaming device of Claim 10, which includes a repeat of the game if the total of the accumulated points achieve the predefined goal amount.

Claim 13 (original): The gaming device of Claim 12, wherein the repeated game includes larger awards and wherein the regeneration amounts are more difficult to achieve.

Claim 14 (original): The gaming device of Claim 1, wherein at least one of the displayed choices is a consolation choice and an associated consolation award opportunity is provided to the player upon the pick of said consolation choice.

Claim 15 (currently amended): The gaming device of Claim 1, which includes a plurality of sets of selected choices and a ~~of~~ plurality of stages, wherein at least one of the sets of selected choices occurs each stage, and wherein an additional award is provided for advancing through each stage.

Claim 16 (original): The gaming device of Claim 15, wherein advancement in one of the later stages is less likely than an advancement in one of the earlier stages.

Claim 17 (original): The gaming device of Claim 15, wherein the award is based on the points accumulated in the stages.

Claim 18 (currently amended): The gaming device of Claim 15, which includes a separate award provided to the ~~a~~ player for advancing through one of the stages.

Claim 19 (currently amended): The gaming device of Claim 15, which includes a separate award provided to the a player for advancing through a predefined number of the stages.

Claim 20 (original): The gaming device of Claim 1, wherein the number of points is a positive number, negative number or zero.

Claim 21 (currently amended): A gaming device having a game comprising:  
a group of displayed choices;  
a number of points associated with each choice;  
a point regeneration amount for a first set of selected choices; and  
a processor which: (a) enables a player to select said first set of said selected choices and accumulates the points associated with said first set of selected choices; (b) determines whether the accumulated points associated with said first set of selected choices achieves the point regeneration amount for the first set of selected choices; (c) if the accumulated points for the first set of selected choices achieves the point regeneration amount for the first set of selected choices, enables the player to select a second set of selected choices and accumulates the points associated with said second set of selected choices; and (d) provides the player an award based on a total accumulated points from the first set of selected choices and the second sets of selected choices, if any.

Claim 22 (currently amended): A gaming device having a game comprising:  
a display device;  
a processor that communicates with the display device;  
a plurality of choices displayed by the display device;  
a number of points associated with each choice;  
means that communicates with the processor for selecting a number of the choices;  
an accumulated point total associated with said selected choices;  
a goal amount of points; and  
a first award that is based on the accumulated point total and a second award that is based on whether the ~~player~~ accumulated point total achieves meets or exceeds the goal amount of points, wherein the second award is independent of the goal amount of points.

Claim 23 (original): The gaming device of Claim 22, wherein the first award equals the accumulated point total.

Claim 24 (currently amended): The gaming device of Claim 22, which includes a plurality of sets of choices and a regeneration amount of points, wherein the player advances to another set of picks if the player accumulates the regeneration amount of points within a ~~the~~ number of picks.

Claim 25 (original): The gaming device of Claim 22, wherein one of the choices yields a consolation award upon a selection of said choice.

Claim 26 (currently amended): The gaming device of Claim 22, wherein the second award, ~~based on whether the player achieves the goal amount,~~ is a repeat of the game.

Claim 27 (currently amended): A gaming device comprising:

- a display device;
- a processor that communicates with the display device;
- a plurality of choices displayed by the display device;
- a number of points associated with each choice;
- a number of player selections from the choices;
- an accumulated point total associated with ~~the said player selected~~ choices selected by a player;
- an award provided to the player based on the accumulated point total; and
- a regeneration amount of points, wherein the player obtains a new number of player selections from the choices if the ~~player accumulated point total accumulates~~ is equal to or greater than the regeneration amount of points within the number of player selections.

Claim 28 (currently amended): A method of operating a game of a gaming device, said method comprising the steps of:

- (a) displaying a plurality of choices to a player;
- (b) providing a set of picks from the choices to the player;
- (c) enabling the player to pick one of said choices;
- (d) generating a number of points based upon the player's selected choice;
- (e) ~~including-accumulating~~ the number of points in a regeneration total;
- (f) providing a new set of picks from the choices if said regeneration total achieves a regeneration amount;
- (g) repeating steps (c) to (f) if the regeneration total does not achieve the regeneration amount and at least one of the provided picks remains; and
- (h) providing the player an award based on the player's selected choices.

Claim 29 (original): The method of Claim 28, which includes the step of ending the game if the regeneration total does not achieve the regeneration amount and the player has no remaining picks.

Claim 30 (original): The method of Claim 28, which includes providing at least one award to the player for obtaining one of the points.

Claim 31 (original): The method of Claim 28, which includes providing a choice having a consolation award, wherein the selection of said choice yields the consolation award and terminates the game.

Claim 32 (original): The method of Claim 31, wherein the consolation award choice is provided with certain sets of picks.

Claim 33 (original): The method of Claim 31, wherein the consolation award choice is provided with each set of picks.

Claim 34 (currently amended): A method of operating a game of a gaming device, said method comprising the steps of:

(a) accumulating ~~a player's total~~ points provided to a player from one or more selections from a displayed group of choices;

(b) determining a percentage ~~by dividing the player's of total accumulated~~ points ~~by of~~ a goal amount of points;

(c) assigning a at least one point pool associated with the percentage to ~~a set of player selections~~ the displayed group of choices;

(d) enabling said player to select a choice from a said displayed group of choices; and

(e) using said point pool to generate a point value upon said player's selection of at least one of the choices from ~~the~~ said displayed group of choices.

Claim 35 (currently amended): The method of Claim 34, wherein the point value is positive, negative or zero.

Claim 36 (currently amended): The method of Claim 34, ~~including~~ which includes adding the point value to a regeneration total and providing a new set of selections to the player if the regeneration total achieves a regeneration amount.

Claim 37 (original): The method of Claim 36, wherein achieving the regeneration amount is adapted to become increasingly difficult in subsequent sets of selections.

Claim 38 (currently amended): The method of Claim 36, which includes the step of repeating ~~returning to steps~~ (a) to (e) if said regeneration total does not achieve the regeneration amount and said player has remaining selections.

Claim 39 (original): The method of Claim 36, which includes the step of ending the game if the regeneration total does not achieve the regeneration amount and said player has no remaining selections.

Claim 40 (currently amended): The method of Claim 34, which includes the step of providing a goal award to the player if the player's ~~total~~ accumulated points achieve the goal amount.

Claim 41 (original): The method of Claim 34, which includes the step of providing an opportunity for a consolation award to said player if the player selects a consolation choice.

Claim 42 (original): The method of Claim 41, wherein the opportunity is weighted to yield an award in a percentage of consolation choice selections.



Claim 43 (currently amended): A method of ~~for~~ operating a game of a gaming device, said method comprising the steps of:

- (a) displaying a plurality of choices for a stage of said game;
- (b) providing a set of picks of said choices to a player for said stage;
- (c) enabling the player to pick ~~select~~ a choice;
- (d) generating at least one point upon a player's pick ~~selection~~ of a choice;
- (e) accumulating ~~including~~ the at least one point in a regeneration total;
- (f) decreasing the player's remaining picks;
- (g) advancing to another stage if the regeneration total meets or exceeds a regeneration amount; and
- (h) repeating ~~returning to~~ steps (c) to (g) if said regeneration total does not achieve the regeneration amount and the player has picks remaining in said set.

Claim 44 (original): The method of Claim 43, which includes the step of ending the game if the regeneration total does not achieve the regeneration amount and the player has no picks remaining in the set.

Claim 45 (original): The method of Claim 43, which includes the step of providing an additional award to the player if the regeneration total achieves the regeneration amount.

Claim 46 (original): The method of Claim 43, which includes the step of replaying the game if the regeneration total achieves the regeneration amount.

Claim 47 (currently amended): The method of Claim 43, which includes the step of enabling the player to advance through a plurality of stages until the player does not generate the regeneration amount in ~~the~~ a set of picks.

Claim 48 (original): The method of Claim 47, which includes the step of providing a goal award to the player if the player advances through a predetermined number of the stages.

Claim 49 (withdrawn): A gaming device comprising:

- a first set of selections provided to a player;
- a movement of an object displayed on a display device associated with each selection, said movement being positive, negative or neutral;
- a movement regeneration level for the object;
- means for determining if one or more of the movements of the object associated with the player's selections achieves the movement regeneration level;
- a second set of selections provided to the player if the one or more object movements achieves said movement regeneration level; and
- an award provided to the player based on a total movement of the object.

Claim 50 (withdrawn): The gaming device of Claim 49, wherein the first set of selections yields movements from a first pool of movements and the second set of selections yields movements from a second pool of movements.

Claim 51 (newly added): A gaming device comprising:  
a display device;  
a processor that communicates with the display device;  
a plurality of sets of choices, wherein at least one set of choices is displayed by the display device;  
a number of points associated with each choice;  
means that communicates with the processor for selecting a number of the choices;  
an accumulated point total associated with said selected choices;  
a goal amount of points; and  
a first award based on the accumulated point total and a second award that is based on whether the accumulated point total meets or exceeds the goal amount of points; and  
a regeneration amount of points, wherein the player advances to another set of choices if the accumulated point total reaches the regeneration amount of points within a number of picks.

Claim 52 (newly added) The gaming device of Claim 51, wherein the goal amount of points and the regeneration amount of points are different.

Claim 53 (newly added): A method of operating a game of a gaming device, said method comprising:

- accumulating points provided to a player from one or more selections of choices from a displayed group of choices;

- determining a percentage of accumulated points of a goal amount of points;

- assigning at least one point pool associated with the percentage to the displayed group of choices;

- enabling said player to select a choice from said displayed group of choices;

- using said point pool to generate a point value upon said player's selection of at least one of the choices from said displayed group; and

- adding the point value to a regeneration total and providing a new set of selections to the player if the regeneration total achieves a regeneration amount.

Claim 54 (newly added): A method of operating a game of a gaming device, said method comprising:

- accumulating points provided to a player from one or more selections of choices from a displayed group of choices;

- determining a percentage of accumulated points of a goal amount of points;

- assigning at least one point pool associated with the percentage to the displayed group of choices;

- enabling said player to select at least one choice from said displayed group of choices;

- using said point pool to generate a point value upon said player's selection of at least one of the choices from said displayed group;

- adding the point value to a regeneration total and providing a new set of selections to the player if the regeneration total achieves a regeneration amount; and

- changing a probability of achieving the regeneration amount in at least one subsequent set of selections.

Claim 55 (newly added) The method of Claim 54, wherein the regeneration total includes the accumulated points.

Claim 56 (newly added) The method of Claim 54, wherein the probability of achieving the regeneration amount decreases in at least one subsequent set of selections.

Claim 57 (newly added): A method of operating a game device, said method comprising:

- (a) accumulating points provided to a player from one or more selections of choices from a displayed group of choices;
- (b) determining a percentage of accumulated points of a goal amount of points;
- (c) assigning at least one point pool associated with the percentage to the displayed group of choices;
- (d) enabling said player to select a choice from said displayed group of choices;
- (e) using said point pool to generate a point value upon said player's selection of at least one of the choices from said displayed group;
- (f) adding the point value to a regeneration total and providing a new set of selections to the player if the regeneration total achieves a regeneration amount; and
- (g) repeating steps (d) to (f) if said regeneration total does not achieve the regeneration amount and said player has remaining selections.

Claim 58 (newly added): A method of operating a game of a gaming device, said method comprising:

- accumulating points provided to a player from one or more selections of choices from a displayed group of choices;

- determining a percentage of accumulated points of a goal amount of points;

- assigning at least one point pool associated with the percentage to the displayed group of choices;

- enabling said player to select a choice from said displayed group of choices; using said point pool to generate a point value upon said player's selection of at least one of the choices from said displayed group;

- adding the point value to a regeneration total and providing a new set of selections to the player if the regeneration total achieves a regeneration amount; and

- ending the game if the regeneration total does not achieve the regeneration amount and said player has no remaining selections.